

CTW

SESAME STREET

A SESAME STREET®
Preschool Skills Activity

Big Bird's Special Delivery™

An object recognition game.



Game Play & Activity Manual

CBS
SOFTWARE

Why are CTW Computer Games Different?

Since 1968, Children's Television Workshop (CTW) has demonstrated that one of the greatest vehicles for learning is fun. The computer activities developed by the CTW Software Group for CBS Software continue this tradition, drawing on the interactive capability of the computer.

The Goals of CTW Games

These computer games have extended the goals pioneered by CTW in television with *Sesame Street*, *The Electric Company* and *3-2-1 Contact*. Friendly and engaging, they encourage constructive play and active learning. CTW games allow children to experiment and explore, to think and solve problems, and to practice skills while they are having fun. Each one is designed to be a family experience—where everybody plays together and learns from each other.

Computers and Learning

Equally important, the computer has brought an exciting new dimension to electronic learning—that of interaction. A great deal of planning and research have gone into making these games responsive to children of different ages and learning styles. Whenever possible, the level of difficulty, pacing and direction of the games are under the control of the player. *As the child responds to the computer, the computer responds to the child.*

BIG BIRD'S SPECIAL DELIVERY provides a playful setting in which children can practice an important preschool skill: classification of objects. Children feel at home with their Muppet friends, especially Little Bird—who is just their size and relies on their help! Emphasizing computer interaction and featuring lively, colorful graphics, this unique computer activity helps children improve their understanding of the attributes of form, class and function—while having fun!

The games and materials in this package were developed by the CTW Software Group, a division of Children's Television Workshop, in cooperation with CBS Software.

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Featuring the JIM HENSON SESAME STREET MUPPET CHARACTERS™

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Big Bird's Special Delivery™*



You're going to like playing
BIG BIRD'S SPECIAL DELIVERY.
It's a game made just for kids like you.

At Children's Television Workshop, we think kids are special. That's why we thought about what kids like best and what makes games fun when we created this game and the activities that go with it.

So, if you're ready for fun, let's get started!

Get Ready

The Reference Card included with BIG BIRD'S SPECIAL DELIVERY contains all the information needed to set up your computer. It also helps you get started enjoying all the fun of this game right now! So look at the Reference Card first and come back to this manual for the rest of the details.

Parents:

We have tried to describe each activity as clearly as possible in the hope that you will read this booklet with your child.



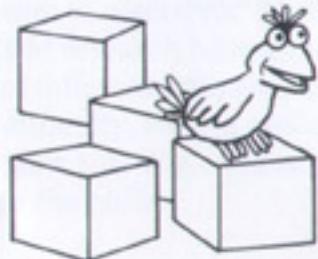
Whenever you see a paragraph with this symbol, you will find additional notes to help you guide your child through the game.

*Here are two mail-birds we'd like you to meet,
Big Bird and Little Bird of Sesame Street!*



*They have lots to deliver—
But where should they go?
They need your help...
Because only you know!*

Big Bird and Little Bird are in business! They have all kinds of packages to deliver—and neither rain, nor snow, nor gloom of night will stop them. But they need your help! It's up to you to take each package to the right store.



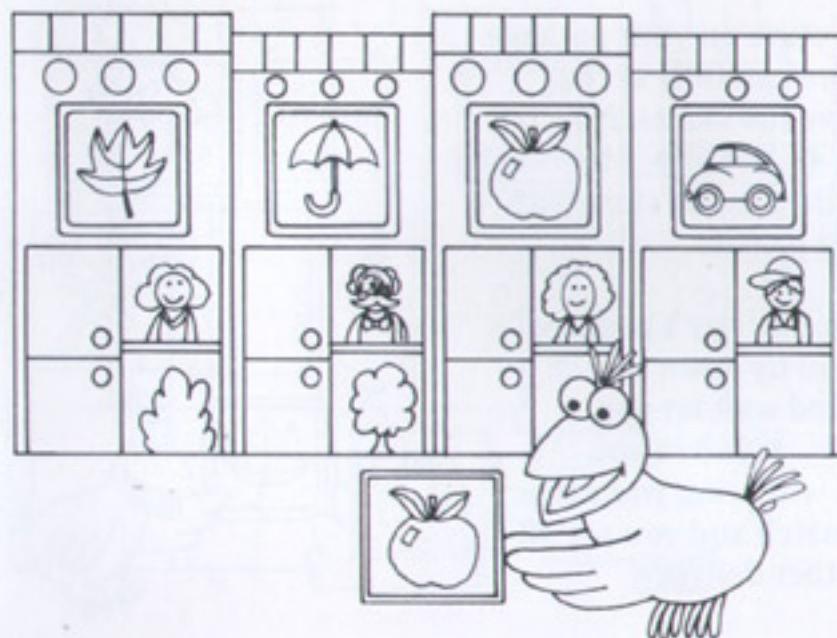
There are two games listed on the opening menu. In The Same Game, the child must make exact picture matches. In Find the Right Kind, the child must look at a picture and match it according to its category. A list of categories and pictures appears in the back of this manual. By reading and performing the instructions for each game along with your child, you can help him or her learn to play.

Once a child knows how to play a game, he or she can choose from two levels. In Level A, all four pictures above the stores must be matched before new pictures appear. In Level B, all four store pictures change after each match.

The Same Game

Here comes Big Bird with a package for you. Look carefully at the picture on your package. Now look at the pictures over each of the stores on Sesame Street. See if you can find the picture that has the same shape and the same color as the one on your package. Only one picture will be just the same!

Found it? Great! Now you can help Little Bird bring the package to the store with the matching picture.



To help your child focus on visual details, point to the picture on the package and then to each of the pictures on the stores. Ask if any of these store pictures looks just like the one on Little Bird's package.



On The Move

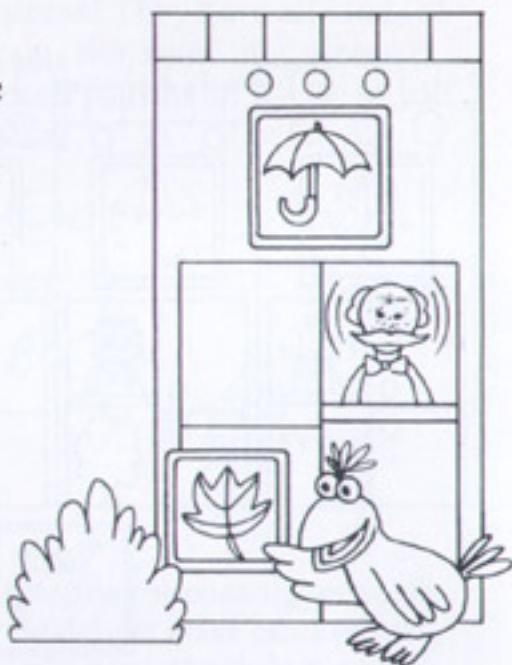
Look at the computer keyboard. Press **←** or **→** **▲** to move Little Bird back and forth across Sesame Street. When you think he has reached the right store, press **↑**.

*If the picture on the store is the same as the one on your package, Little Bird will fly up and make the delivery.

*If the pictures are not the same, the storekeeper will shake his or her head "no."

Check the picture on your package and look more carefully at the pictures above the stores. Now try again. Use **←** or **→** to move Little Bird to the store with the matching picture.

Each time you deliver a package, Little Bird will fly down to the ground and wait for you to press **RETURN** **▲**. When you do, Big Bird will bring you a new package to match and you are off to make another delivery!



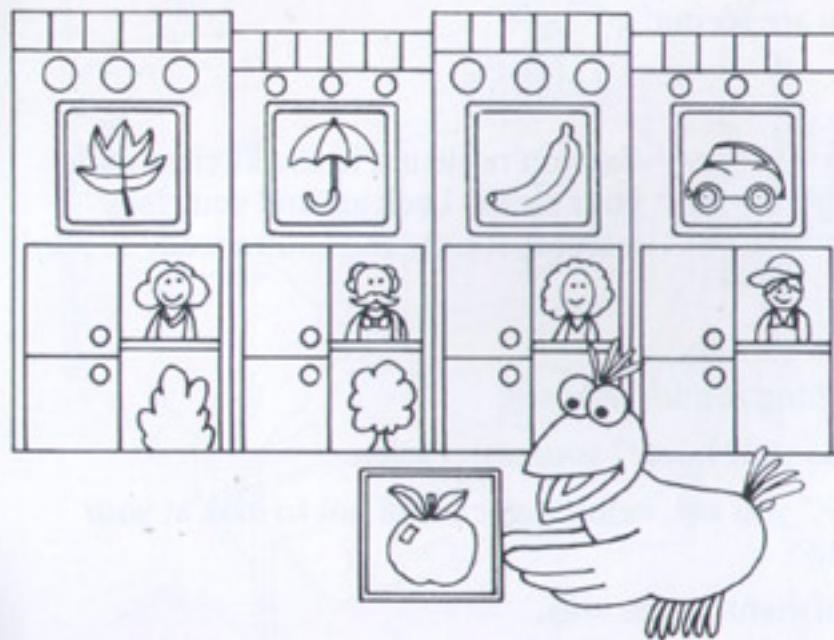
At first you might need to remind your child to press **RETURN** after each delivery. Say something like "Press **RETURN** to tell the computer that you are ready for a new package." This will help the child see that the computer relies on his or her input.

▲ Commodore 64 and IBM-PCjr. users: Be sure to check your Reference Card for the proper keys to use.

Find The Right Kind

Look sharp, mailbird! Big Bird is back with more packages, but this time your job is a little different. Look at the picture on each package. What kind of object do you see?

Do you see an apple? That's a kind of fruit. So this time, look for a store that has another kind of fruit...like a banana or a strawberry. What if your package has a hat? That's something to wear. So look for a store that sells things that you wear.



Remember, press **←** or **→** to move Little Bird to the correct store. Then press **↑** to tell Little Bird to deliver the package!

After each package is delivered, Little Bird will fly down and wait for you to press **RETURN**. Then he will bring you a new package to match!

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